

AVGD  
GALLERY



Presents

# SYSTEMS OF BELIEF

Curated by Manuela Klauser

AVGD  
GALLERY

An international curatorial collective dedicated to contemporary digital and motion art. Through exhibitions, it brings together artists working across artificial intelligence, photography, animation, digital illustration and moving image, exploring the evolving relationship between art, technology and human experience.

Curated by Manuela Klauser

Cover Image & Design Robin Kane

AR experience Denisa Durica

# SYSTEMS OF BELIEF

Presented by AVGD Gallery as part of #DIGITALISM at the British Art Fair, Systems of Belief brings together nine international artists working across AI-generated imagery, photography, animation, digital illustration, generative art and moving image.

The exhibition explores the visible and invisible structures that shape perception, identity, memory and imagination. Belief is understood not only as religion or ideology, but also as the emotional, cultural, technological and personal frameworks through which we experience reality.

Each artist approaches this theme through a distinct visual language. Together, the works examine how emotions become convictions, how memories evolve into narratives, and how emerging technologies influence the ways we see ourselves and the world around us. Rather than offering definitive answers, the exhibition invites visitors to question the systems of belief they consciously and unconsciously inhabit.

Presented through immersive digital screens and large-scale projection, Systems of Belief creates a dynamic dialogue between individual artistic positions and collective human experience, reflecting on what it means to construct reality in an increasingly digital age.

*Manuela Klauzer*

Founder and Artistic Director of AVGD Gallery

Artists (A-Z)

AI TIMEMACHINE

DENISA DURICA

ELLI MAKORU

KWEL

OMARTE | OMAR

ROBIN KANE

SHEISINBLACK.ART

SIRREAL.AI

THE ARTIFUNCTIONAL





# ART IN MOTION

Experience every artwork in motion through augmented reality.  
Scan the QR code to activate the experience. Then point your  
camera at any artwork and watch it come to life.



# TRIPTYCH



As the world evolves so do we and our perception of it.

With this in mind I have connected all that is experienced as good and bad, into a potential vision of the future. With my world view I intend to bring hope for a future unguided by gods, yet every entity in it has divine attributes. A world where nature thrives and machine observes, the sight of humans is unheard of, yet the sounds of technology prevail

*Will we be part of the future?  
Perhaps, with the believes and  
form we currently have,  
perhaps not.*

(1) MetaGenesis | 2026

(2) TriadicDeity | 2026

## AI TIMEMACHINE

A visionary digital artist driven by contrasts, merging light and darkness, hope and despair, reality and fantasy. Rendering life-forms as translucent vessels, their interior alive with galaxies and starlight, proposes that the myths and convictions we carry are cosmic in scale yet housed in fragile bodies. Inspired by surrealism, science fiction, and dark fantasy, his cinematic, emotionally charged worlds dissolve the boundary between inner and outer universe - suggesting belief is not a structure imposed upon us, but the very substance we are made of.

[www.avgd.art/ai-timemachine](http://www.avgd.art/ai-timemachine)

 [ai.timemachine](https://www.instagram.com/ai.timemachine)

 [ai.timemachine2](https://www.tiktok.com/@ai.timemachine2)



# DREAMINN



The infinity of being is the basis of my dreaming. I see life in its beauty and in the joining of elements into new organic forms without beginnings and without ends. My art is a manifesto of life.

I believe that as long as at least one soul can dream positively, the universes, humanity and life still have hope

Existence is fragile, but thoughts have the power of the moment and of the eternity in joy and love.

(1) Winter\_Lover | 2026

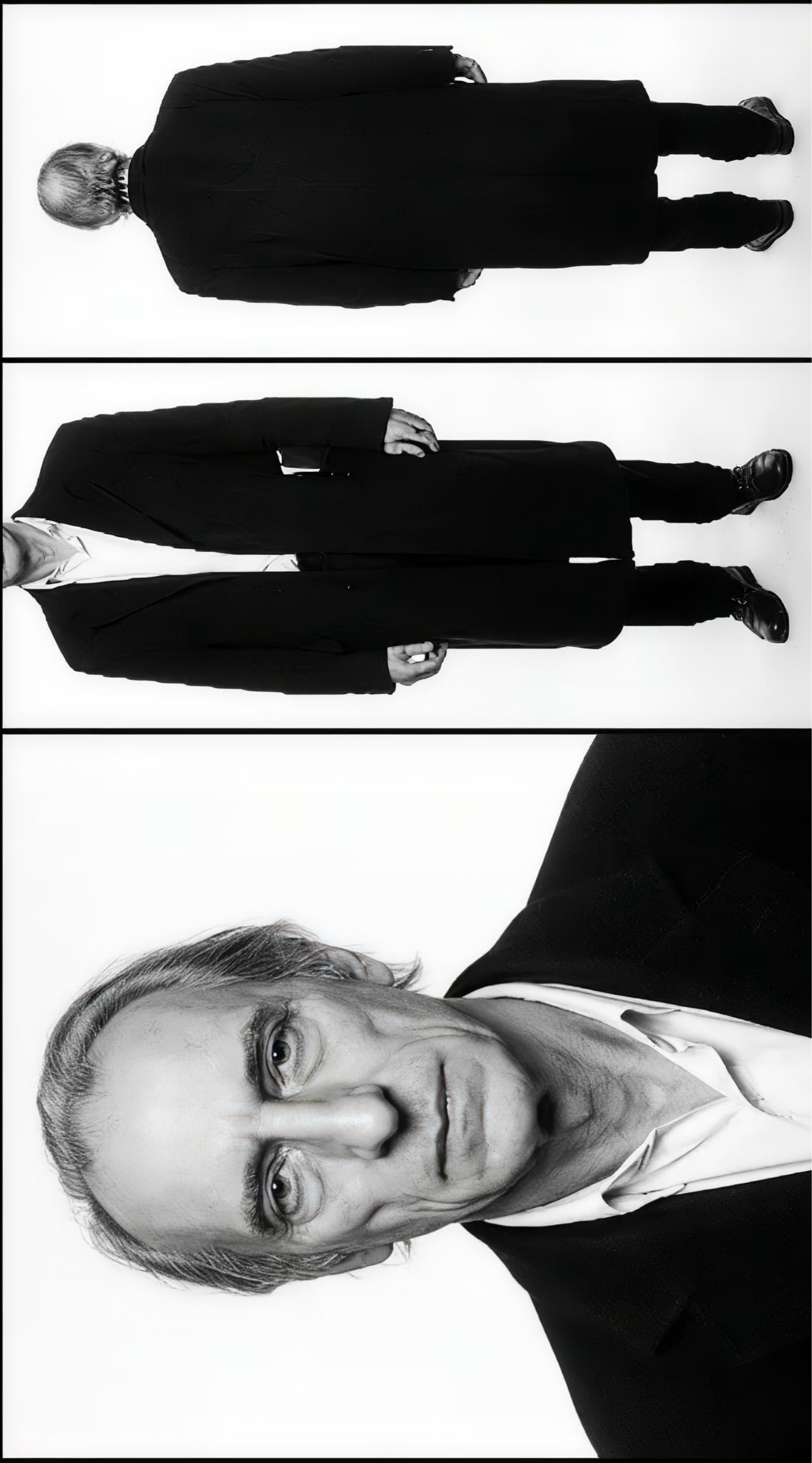
(2) VEX\_Eggolution | 2026

## DENISA DURICA

A system-oriented visual artist and computational designer redefining how art is created. By fusing mathematical logic with intuition, she shifts AI from a rendering tool to a co-creative force, building generative worlds full of life where time, movement and existence become emotional realities. Known as Architect of Synthetic Realities, she is an award-winning multidisciplinary creator blending roles as immersive movies artist, architect and digital innovator whose work has been exhibited and published internationally.

[www.denisadurica.com](http://www.denisadurica.com)

 [denisa.durica](https://www.instagram.com/denisa.durica)



(1) THE HYSTERICAL WOMAN - THERAPY

3 men, one woman and none of them ever asked who she was.

Sigmund Freud looked at a woman who felt too much and called it disease. The hysteric \_ a body whose pain became a diagnosis, because a world built for control had no other way to read female feeling except as disorder.

Faust looked at the same woman and called her muse. A vessel for his inspiration, with no language of her own, no hunger of her own \_ she exists to be seen through, never to be seen.

The story of Eve handed her the guilt of an entire species \_ the apple, the fall, the exile. Curiosity became original sin, and the woman who asked questions became a warning to every woman after her.

Frida took all of it \_ the diagnosis, the desire, the guilt and turned the mirror around. No man, no story, no role could define her anymore. She painted herself, broken and unbroken at once, and turned other people's projections into a work of her own.

Four names for one woman who was never once asked what she'd call herself.

Hey Faust. Hey Freud. Hey Adam. New song. She stopped playing yours a long time ago.

ELLI MAKORU

Elli Makoru \_an idea alchemist. I look closer than most. That's all.

 ellimakoru

# THE HYSTERICAL WOMAN - THERAPY

(2) ME VS ME | 2026

## ME VS ME

The enemy wears your face.

Every war begins in the mirror \_ long before it reaches the street, the relationship, the career. We fight fathers, mothers, systems, lovers. But the opponent underneath is always the same: the self, split between what it shows and what it hides. Wanting to be seen isn't vanity. It's the oldest hunger there is. Before language, before culture, before morality \_ the child needs to be witnessed, or it doesn't fully exist. We've just gotten better at disguising the hunger. Status. Art. Likes.

This piece isn't reconciliation. It's the moment before \_ both halves still staring each other down, neither one yielding

Because real recognition  
demands you stop looking away  
from yourself first.





# CHILDREN OF LIGHT

Even the brightest light begins quietly. When we were children, we were all different. Children of Light is a system of belief: every child carries a light of their own. Some shine early. Some quietly. Some simply need more time.

Every child deserves the time and space to grow into who they are, not who they are expected to become. Built from glass, neon and found fragments, they reflect how every life is shaped by different experiences. They are not portraits. They are reflections.

They remind us of growing without comparison, of being seen before being judged, and of believing our differences were never flaws. You were one too. Perhaps you still are.



## KWEL

Kidult's heart. Precision with play.

KWEL is the creative universe of UK-based visual artist Nole, built from two decades inside advertising's engine room. Every piece begins with written ideas, sketches and visual exploration before evolving through prompting, digital craftsmanship and meticulous refinement into original worlds inhabited by recurring characters. Their stories explore identity, belief and the hope that survives both.

Craft first. Story always.





With "STOP KILLING CHILDREN!", omarte | OMAR disrupts the clinical rigidity of the digital world. The dual concept fuses intuitive fluidity with resistance. He transforms raw empathy into virtual space: beneath every code, political system, and VR, the absolute protection of the innocent remains the only truth. Everything else is just noise

omarte | OMAR uses the web not for aesthetics, but as a live transmission to hammer this vital premise against bourgeois conventions directly onto the screen

*The complete digital presence of omarte gallery is officially preserved in the web archive of the Austrian National Library, forming part of the digital cultural memory of the Republic of Austria.*

# STOP KILLING CHILDREN

## OMARTE | OMAR

Born in Bregenz, Austria, to an Austrian mother and an Egyptian father, omarte | OMAR works across disciplines, from raw painting to digital sculptures and installations. His artistic peak features the poignant memorial installation "Die Kinder vom 'Spiegelgrund'" in Vienna. Fusing multicultural roots with resistance and transformative hope, omarte | OMAR breaks artistic boundaries. This practice demands accountability, turning the immediate creative impulse into a powerful force against global apathy.



(1)

INTAOT | 2026

50 × 70 cm

Archival pigment print

# INTACT



I press, wrap, hold, and strain the body - then release it, letting instinct and adaptation take the form the will cannot. A recurring tension lies between preservation and change -

The desire to remain intact while being continuously altered by what is lived, inherited, lost or carried forward

The body and the landscape become places where these traces accumulate, sometimes visibly and sometimes beneath the surface. Between presence and distance, we form relationships with places that no longer exist as we remember them. What persists is neither the place itself nor its absence, but something carried between the two. Rather than searching for a return to an original state, the body of work considers what it means to continue after change - when what has altered us becomes inseparable from what we are.

## ROBIN KANE

Working under ctrl\_faces, is an artist working across photography, performance-informed practices, and generative art. With a background in contemporary dance and fine art, Kane approaches the body as a site shaped by memory, discipline, and adaptation. Movement training continues to inform the work, grounding each image in gesture, posture, and physical tension. Kane's work has been exhibited internationally and recognised internationally, including as a 2026 Lumen Prize and Arte Laguna Venice Finalist.

[www.linktr.ee/ctrl\\_faces](http://www.linktr.ee/ctrl_faces)

📷 ctrl\_faces

📷 tut\_\_\_\_\_t



# THE INVISIBLE WORLDS WE CARRY

The work explores the emotional forces that shape perception and personal reality. The exhibited works centre on states including Fear, Hope, Joy, Longing, Belonging, Despair, Overwhelm, Disorder and Tenderness. Through surreal visual storytelling, invisible emotional landscapes become visible, revealing how feelings can evolve into perceptions, convictions and systems of belief. The work suggests that

Our deepest beliefs do  
not always begin with  
ideas. They often begin  
with emotions

(1) Belonging | 2026

(2) Fear | 2026



## SHEISINBLACK.ART

The artistic practice of Austrian digital artist Manuela Klauser. Working with AI-generated imagery, animation and digital visual art, she creates surreal worlds shaped by dark aesthetics, ethereal figures and symbolic narratives. Her work moves between beauty and unease, drawing on mythology, gothic imagery and contemporary digital culture.

📸 [sheisinblack.art](https://sheisinblack.art)



# WISH

Explores the boundaries between human identity, artificial consciousness, and digital surrealism. Drawing on themes of cyberpunk and techno-organic transformation, the series constructs high-fidelity, speculative visual worlds that examine the friction between organic life and synthetic intelligence.

Through recurring motifs of mechanised metamorphosis, glowing circuitry, and atmospheric, dystopian environments, the work questions agency, illusion, and time within machine-driven realities. The visuals blend stark architectural precision with surreal, dreamlike imagery, inviting viewers to

Step into an immersive visual mythos where digital synthesis becomes a medium for visceral human emotion



(1) WISH | 2026

(2) TIME LORD | 2026

## SIRREAL.AI

Specializing in high-fidelity digital art and generative AI video production, sirreal.ai explores the fluid boundaries between the organic and the artificial. The practice builds visually striking, dystopian dreamscapes that bridge techno-organic surrealism with advanced machine narrative. This contemporary practice is deeply rooted in a rich creative background. Drawing from a history as a 1990s London artist embedded within the underground DIY rave counterculture, the artist brings extensive experience spanning film, television, music video production, and opera design. By fusing this raw, rebellious DIY digital ethos with high-fidelity technical precision, sirreal.ai specializes in "living" surrealism - transforming hybrid humanoids, cybernetic anatomy, and dystopian landscapes into hypnotic, moving meditations. These atmospheric visual pieces challenge viewers to reconsider the soul of the machine, human identity, and the evolving definition of the digital sublime.



# SPECIMENS OF SOMATIC DRIFT

Belief does not sit in the mind. It settles into the body and stays.

Skin folds and wraps, one layer laid over the last, until the original face is buried under its own accumulation. Features multiply, others disappear, second faces surface just off from the first, inherited rather than chosen, never quite fitting the skull they are laid over. A hand becomes the face, lashing out, pointing, choking, deciding before there was anything left to argue with.

None of them object. To the one wearing it, nothing feels displaced.



## TIMEA PAÁL

Timea Paál, aka The Artifictional, is a Hungarian multidisciplinary artist based in Romania, with a background in architecture, graphic design, and visual communication. She works on the generative AI team at Authors First, specialising in character design and props, and is part of the curatorial team at FRMWRK.

Her practice centres on generative AI and promptography as methods of visual inquiry rather than spectacle. Her work examines how perception misfires, how memory distorts, and how inner experience shapes what we see.





# SYSTEMS OF BELIEF

Artists (A-Z)

AI TimeMachine, Denisa Durica, Elli Makoru, KWEL,  
omarte | OMAR, Robin Kane, sheisinblack.art, sirreal.ai,  
The Artifictional

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